
Subject: Re: C&C_Epocilation

Posted by [bu11c3nts](#) on Sat, 21 Jul 2007 14:58:40 GMT

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Even though this map looks awesome, I think it will still have problems with the side attacks, Looks as though with the (main) defenses both in front, then the vechs rushing can get behind say the Ref and Bar, before the defenses can injure them enough.

But, what can I say, New Maps usually suck, this one doesn't.
